REMARKS/ARGUMENTS:

Claims remain 1-60 remain in the application. Claims 1, 4-7, 9, 20-25, 32, 35-38, 40, 51-56 have been amended. Applicant believes the claims add no new matter.

For instance, Applicant directs the Examiner to the paragraphs of present application listed below in regards to the priority. One embodiment of "the single game of chance including the plurality of game outcomes" may be a multi-hand poker game, which is described in the instant application and is repeated herein for illustrative purposes only and is not meant to limit the scope of the claims to only this example. One embodiment of "a plurality of games of chance including a plurality of separate game outcomes associated, respectively, with each of the plurality of games, wherein the plurality of games of chance are played simultaneously by the user;" may be a plurality of different slot games played simultaneously by the user, which is described in the specification of the instant application and is repeated herein for illustrative purposely only and is not meant to limit the scope of the claims to only this example.

Priority

Examiner writes:

The Examiner acknowledges the claim for domestic priority to Application No. 09/927,901. The Examiner acknowledges that the instant application is filed as a continuation-in-part; thus, the specification of the parent application must properly support the instant claims for priority to be applicable. The Examiner submits that, as best interpreted by the Examiner, the parent application fails to explicitly disclose the claimed subject matter. While the parent disclosure provides for a general basis to the claimed invention, the parent disclosure lacks in enablement to the claimed limitations. For example, the claimed "user interface to provide user input to facilitate manipulation of the one or more aspects of the 3-D gaming environment by the user" does not appear to be fully disclosed in the parent disclosure an equivalent manner to the enabled disclosure of the instant application (for at least claims 1-19 & 32-50). That is, the parent discloses the manipulation as a mere exchanging of windows; however, the instant application goes further in depth and discloses various manipulation techniques, such as those of claim 2. Additionally, the parent disclosure fails to disclose any discussion about facilitating navigation within the 3-D environment (for at least claims 20-31 & 51-60). Therefore, until explicitly pointed out by the Applicant to specific portions of the parent specification that provide an enabled disclosure of the instant claims, claims 1-60 of the instant application are given the effective filing date of March 17, 2004, on which day the instant application was filed. The parent specification should clearly provide a proper disclosure of the claimed limitations and provide enablement for those limitations for priority to be applicable. Although the prior art currently applied to claims predates even filing date of the parent disclosure, the Applicant is advised to provide a response to this issue. It appears at least one reference may be applicable as prior art, where the effective date of the reference falls between the filing date of the parent disclosure and the instant application.

Applicant applauds the Examiner for carefully considering the instant application in regards to priority for each aspect of the remaining claims. Applicant for the convenience of the Examiner provides support for the limitation "user interface to provide user input to facilitate manipulation of the one or more aspects of the 3-D gaming environment by the user." One example of support is from page 22-23 of the application as filed, which is also found in the parent application of the instant application as,

In particular embodiments, while using the gaming machine, a player may be able to control the position of the virtual camera using an input mechanism on the gaming machine (see FIG. 5). For instance, a player may be able to move the position of lens 106 closer to the surface 108 in the gaming environment 108 which generates the appearance of zooming or the object may be moved closer to the camera. For multiple hand card games, a player may be able to zoom-in on a particular hand to "expand on demand" the hand increasing the visibility of the hand. For instance, a player may use an input mechanism to "scroll" the camera and view larger portions. As another example, the player may be able maneuver a virtual camera through the gaming environment or select a scene in the gaming environment. An opportunity to move the virtual camera may be triggered by certain game events such as a bonus game event on the gaming machine or the movement of the camera may be scripted (e.g. pre-determined) as part of the game playing sequence. For example, as part of the play of a bonus game event, a player may be able to choose from a number of doors leading to different rooms with treasure chests. When the player enters of one of the rooms, the chest is opened their bonus award is revealed.

With the present invention, some advantages of generating a 3-D gaming environment that may be rendered in real-time to a display screen are as follows. First, it allows a player to be presented and possibly control a complex game outcome presentation in real-time. Thus, the game outcome presentation may be varied from game to game in a manner determined by the player. Traditional game outcome presentations have been modeled in 2-D and little control has been given to the player. Thus, traditional game outcome presentations do not vary much from game to game. Second, screen resolution issues associated with presenting a large number of games simultaneously on a single screen may be avoided by modeling the games in 3-D gaming environment.

At any given time during a game presentation viewed on a display screen on the gaming machine, only a portion of the plurality of the games modeled in the 3-D gaming environment may be visible to the player. Thus, a game playing are in a 3-D gaming environment is greater than a 2-D gaming environment because a game of chance may be presented on surfaces modeled in the 3-D gaming environment that may be hidden from view. In a 2-D gaming environment, there is not any hidden surfaces i.e. "what you see" is "what you get." Since the viewpoint in the 3-D model may be varied, the player or gaming machine may zoom-in on one or more games of interest, some of which may be hidden in a current 2-D view, and select a

desirable resolution level. Thus, all of the games or game components do not have to be rendered on a single screen simultaneously.

Rejections under 35 U.S.C. § 103

The Examiner rejected pending claims under 35 USC 103(a) as being unpatentable over Itkis (US patent No. 4,856,787) in view of Nakano (U.S. patent Number 5,745,109). The Applicant respectfully traverses the rejection.

First Applicant, asks the Examiner to consider that Itkis, teaches a gaming system with master game device (1) and slave gaming devices (7,8, 9).

Itkis:

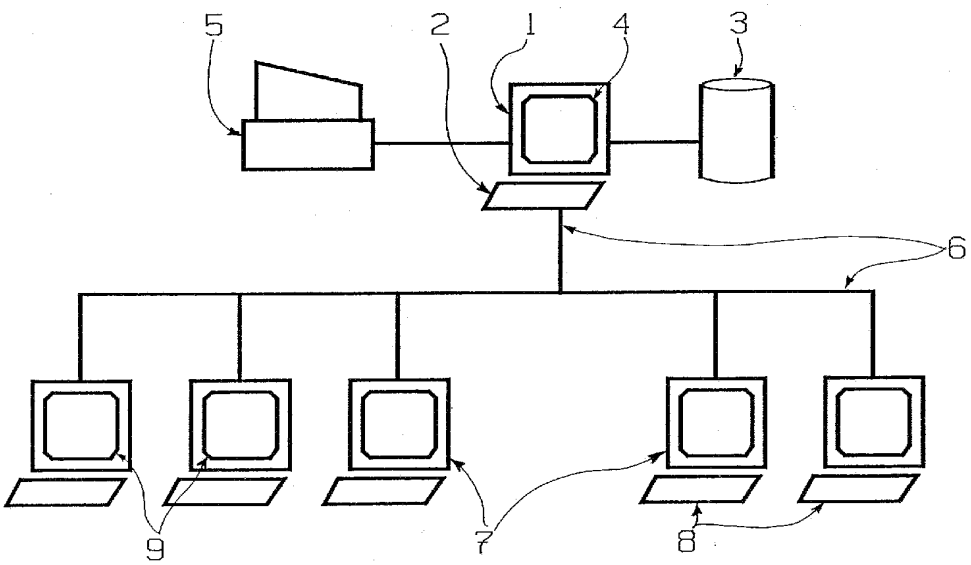
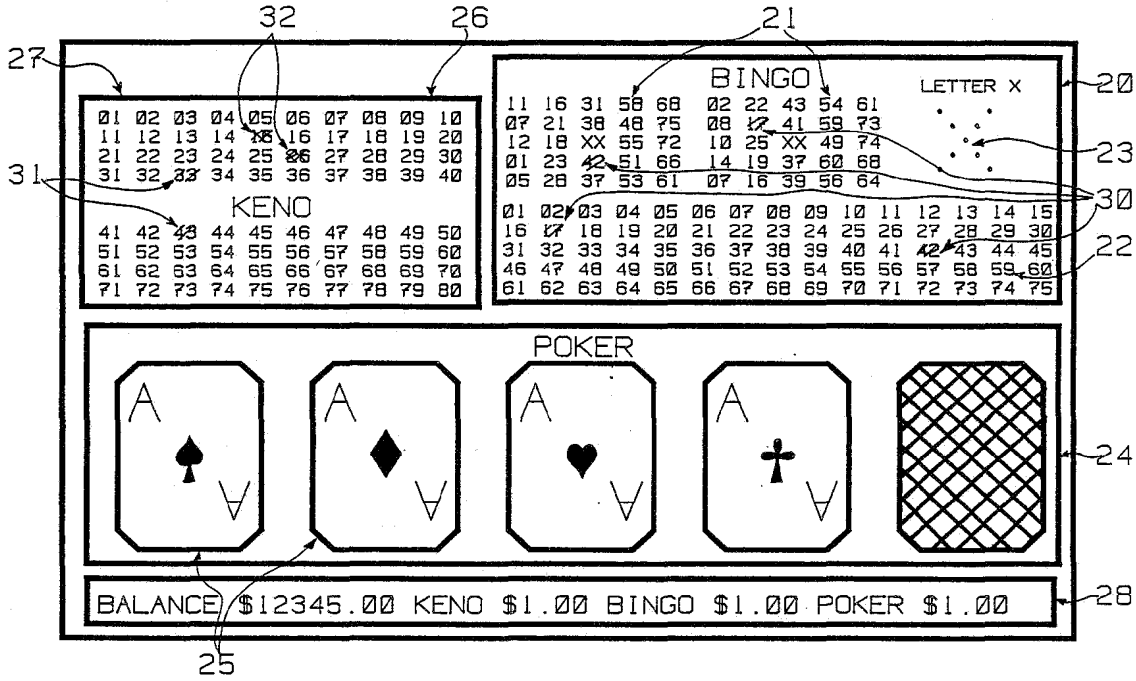


Fig. 1

In Itkis, the game outcomes are not generated on the slave devices but on the master game device, which is separate from the slaves devices and communicates with them via the network 6. Thus, Itkis can't be said to teach or suggest a gaming machine as recited in the pending claims.

Itkis shows in the figures and describes in the text that the status for all of the games that are being played are displayed at the same time. In particular, Itkis Figure 4, shows three games, a keno, a bingo and a poker game, being played in which their statuses are all shown. Itkis describes in the text that a portion of the display is always dedicated to showing the status of each game (see below Itkis: 1:50-63 and 3:18-34)

Itkis Fig. 4:



Itkis Col: 1: 50-64:

The slave game devices execute in real time (play) concurrently a number of menu-selectable card and chance games, such as bingo, keno, poker, blackjack, and the like.

The status of all the games being played with the help of a slave game device is presented on a touch screen display in individual windows dedicated to specific games. The display also shows the accounting data pertinenet to all the games, such as wagers, prizes, and balances. Being a touch screen device, the display facilitates the selection of the games, the modes of playing the selected games, and the values of bets. In addition, the touch screen provides an opportunity to manually mark bingo and keno matches on the screen. The slave

Itkis Col: 3: 18-34:

system **14**. The operating system **14** governs concurrently a number of tasks **15**. Each task **15** executes an individual game. For example, one of the tasks **15**, namely the task **16**, may be a bingo game, whereas another, namely the task **17**, may be a poker game, and the third, namely the task **18**, may be a keno game, whereas the fourth task, namely the task **19**, may be a blackjack game. Each of the tasks **15** has a display window associated with the task as illustrated in FIG. **4**, wherein the window **20** displays two bingo cards **21**, the bingo tableau **22** and the bingo pattern **23**; the window **24** displays five poker cards **25**, and the window **26** displays the keno card **27**. In addition, the display also exibits the status window **28** showing accounting information. The status window **28** is governed by the dedicated task **29** under the auspices of the operating system **14**.

Because the current status of each game is always shown in Itkis. Itkis can't be said to teach or suggest as recited in the pending claims, "gaming logic operable to render a plurality of images of the 3-D gaming environment for presentation on the display wherein a only portion of the plurality game outcomes or only a portion of the plurality of separate game outcomes are viewable on the display at one time; and gaming logic operable to render the plurality of images of the 3-D gaming environment for presentation on the display, the images depicting manipulation of one or more aspects of the 3-D gaming environment by the user including manipulations that allow the user to view different portions of the plurality of game outcome or the plurality of separate game outcomes."

Nakano teaches arranging different applications that are selectable on the inside of a box. For instance, the combination of Itkis and Nakano suggests arranging the applications shown in Fig. 5 of Itkis on the inside of box of Nakano as shown in FIG. 4A. However, once a number of games in Itkis are instantiated, Itkis teaches that all the games are visible at the same time. Nakano doesn't provide any teachings where a user is playing a number of games simultaneously where "only portion of the plurality game outcomes or only a portion of the plurality of separate game outcomes are viewable on the display at one time." Nakano only shows that all of the

available selections of applications are not viewable at the same time. Thus, Applicant doesn't see how Nakano provides any teachings that overcome the explicit teachings of Itkis.

Therefore, for at least these reasons, the combination of Itkis and Nakano can't be said to render obvious the remaining claims and the rejections are believed overcome thereby.

Applicant believes that all pending claims are allowable and respectfully requests a Notice of Allowance for this application from the Examiner. Should the Examiner believe that a telephone conference would expedite the prosecution of this application, the undersigned can be reached at the telephone number set out below.

Respectfully submitted,
Weaver Austin Villeneuve & Sampson LLP

/David P. Olynick/
David P. Olynick
Reg. No.: 48,615

P.O. Box 70250
Oakland, CA 94612-0250
(510) 663-1100